

Act 1a

Strange Whispers

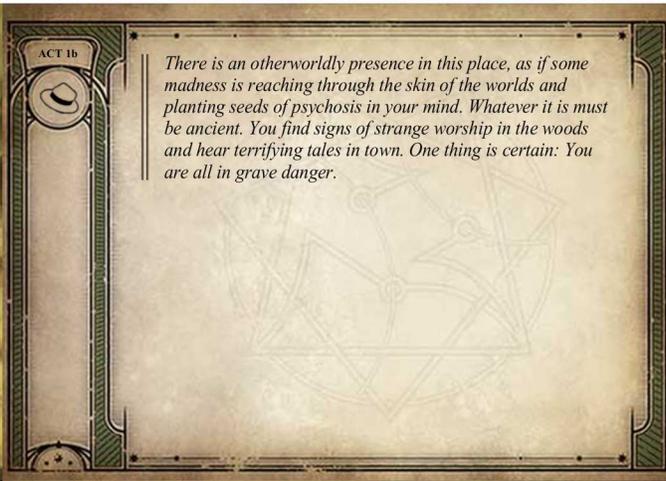
Everyone in this town seems to be on edge. Even you feel unnerved, the moment the train pulls into the station and you step out into the brisk fall air. Something is amiss, but you'll have to have a look around yourself to know for sure.



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ACT 1b

There is an otherworldly presence in this place, as if some madness is reaching through the skin of the worlds and planting seeds of psychosis in your mind. Whatever it is must be ancient. You find signs of strange worship in the woods and hear terrifying tales in town. One thing is certain: You are all in grave danger.




Agenda 3a

The End of Reason

The being is one of mindless action. It kills without malice or intent. It does not detest reason, but merely defies it. There is no logic to its form or function. Only horrifying instinct.

Whenever a doom is placed on this agenda in the Mythos phase move The Living Id towards the nearest **Townfolk**. If there are no **Townfolk** move it towards the nearest Investigator. Whenever a **Townfolk** is killed place 1 doom on this agenda.

7

AGENDA 3b

It is so much easier, you decide, to stop fighting your instincts. You drop your tools and tear off your clothing, running to join the people of Woodhaven as they gleefully tear themselves and each other apart in a beautiful celebration of raw humanity. Your body sings with pleasure as it kills and is killed. There is nothing greater than the glory of nature, you decide, as the last drops of your blood fall onto the sodden earth. At last the town is quiet, and the presence drifts on to find more minds to awaken.

- ◆ The investigators are defeated.
- ◆ Each investigator is killed.



Agenda 2a

Chorus of Sin

The people of Woodhaven have succumbed to this otherworldly madness. As they embrace their basest instincts you sense the skin of this place growing ever more thin. Their depravity seems to be reaching out into the blackness, and you fear that something may answer their call.

6

The Living Id

5

Monster. Elite.

Spawn - Bridge of Sighs
The Living Id cannot be damaged or killed.

4

Victory 4

ENEMY

Forced - At the end of the enemy phase The Living Id deals 4 damage to all **Townfolk** in its location.




Agenda 1a

Madness in Woodhaven

"Murder/Suicide Epidemic in Woodhaven, Thirteen Dead." The newspaper lies folded at the bottom of your suitcase as your train pulls into the sleepy town of Woodhaven. Although "sleepy" may no longer be apt. In the past week four otherwise ordinary people have awoken as delirious psychopaths, their killing sprees always ending with their own lives. What is this madness that has gripped Woodhaven?

Each **Townfolk** enemy gains Aloof and cannot be engaged by Investigators.

5

AGENDA 1b

The dissonant whispers in your head have risen to cacophonous screams. You struggle to form even the barest of thoughts under the mental assault. As your mind reels, you see the townsfolk around you transform before your very eyes. All semblance of morality is stripped away to reveal the decrepit, desperate, violent thoughts that lurk within.

- ◆ All investigators must discard two cards from their hands or suffer 2 horror.
- ◆ Reveal all Woodhaven locations.

Abandoned Villa

2

Spent 6 clues: Take the set aside Ruined Tablet.

You push the undergrowth aside and find yourself on the edge of a pungent, murky lake. Near the edge of the water crumbles a looming house.

Ancient Thicket

2

1

Forced — When you move out of this location: Test (3). If you fail, cancel the effects of the move.

Test (7) to explore the woods. If you succeed, remember that the investigators have “found a crystal necklace.”

Antique Shop

5

2

Spent 1 resource: Lower this location's shroud by 1 until the end of the round.

Forced — When this location is revealed put the set aside Carver into play here.

The inside of the building seems implausibly bigger than the outside. You assume this is not due to otherworldly influence, merely Carver's keen eye for hoarding.

Bank

0

2

Gain 3 resources. (Limit once per game)

Woodhaven.

Forced — When this location is revealed put the set aside Miss Miller into play here.

Miss Miller gives her a dirty look as you walk in. You surmise that the bank has not lasted this long on the back of her hospitality.

Victory 1

1

1

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1

1

1

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1

1

1

The trees have long grown over what paths once lay here.

LOCATION

LOCATION

Deep Forest

The forest outside of Woodhaven grows thick and dark.

LOCATION

LOCATION

Ancient Thicket

The locals say that you can find a little of everything in Carver's Emporium, if you just look hard enough. Maybe he has the answers you're looking for in stock.

LOCATION

LOCATION

Antique Shop

The Woodhaven Bank advertises that it's been open for over one hundred years. From the state of the building, you believe it.

LOCATION

LOCATION

Bank

* Joshua Ramsey

2 2 2

Townfolk. Humanoid.

If Joshua Ramsey is not Aloof he gains Hunter.

Forced – When you become engaged with Joshua Ramsey draw and resolve 1 card from the Encounter deck.



* Miss Miller

2 2 2

Forced – At the beginning of the Enemy phase if Miss Miller is not Aloof move her 1 location towards the nearest *Townfolk*.

Forced – At the end of the Enemy phase if Miss Miller is not Aloof she deals 1 damage to a *Townfolk* in her location. If this kills a *Townfolk* place 1 doom on the agenda.



* Rita Jones

2 4 1

Townfolk. Humanoid.

If Rita Jones is not Aloof she gains Hunter.

Forced – When Rita Jones attacks, deal 1 damage to her.



Runed Tablet

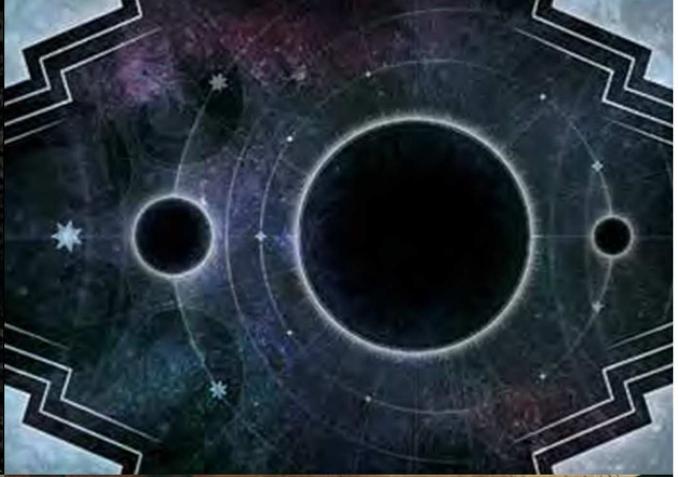
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► Test (5). If you are in the Bridge of Sighs and engaged with The Living Id proceed to (→R2). If you fail take 1 horror.

► After your turn ends heal one horror from Runed Tablet.

You cannot understand the writing carved into the crumbling stone, but you can feel the power humming from just beneath the surface.



Bridge of Sighs



2

Forced – After you enter the

Bridge of Sighs: Test **♣**(3). If you fail, take 1 horror.

➔ **Take 1 damage:** Advance the agenda.

When you brush the moss aside you find the faint shapes of unintelligible runes carved onto the stones. You feel something here, pressing against the skin of the world.



LOCATION

1

2

Forced – When this location is revealed put the set-aside Rita Jones and Chad Serkin into play here.

➔ **Heal 2 damage.** (Limit once per game)

Woodhaven.

Forced – When this location is revealed put the set-aside Rita Jones and Chad Serkin into play here.



LOCATION

2

Forced – Whenever you successfully investigate this location, draw a card.

Forced – When this location is revealed put the set aside John Hocking into play here.

The librarian dots on you, jabbering constantly over your shoulder. You surmise that you're the first visitor in a long time.



LOCATION

4

1

Library



Ramsey Farm



3

Forced – When this location is revealed put the set aside Joshua Ramsey into play here.

➔ **Test ♣**(7) to dig beneath the fields. If you succeed, remember that the investigators have “found an ancient totem.”



LOCATION

2

On the edge of the forest lies the Bridge of Sighs, an old tourist attraction. Rumor has it that those who stand on the bridge can hear whispers from another world.

LOCATION

The diner is the hub of activity in any town of this size. Perhaps you can find some locals willing to talk here. Or maybe just get a decently priced cup of joe.

Woodhaven.

LOCATION

The small library sits on the edge of town, and looks hardly trafficked.

Woodhaven.

LOCATION

A cursory look over the farmland is enough to see that the Ramseys farming has been doing good business in years.

LOCATION

Bridge of Sighs



Diner



Library



Ramsey Farm



Train Station



2

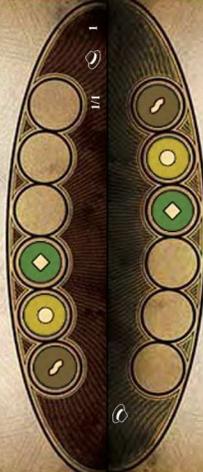


LOCATION

Resign. This place is getting too dangerous for you. It's time to cut your losses and go home.

Not many trains come out this far north.

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Welcome to Woodhaven.

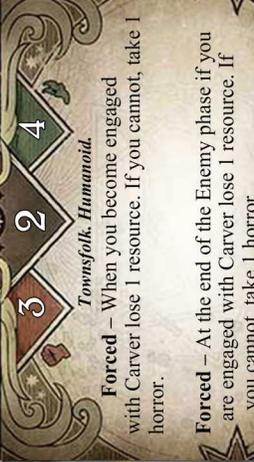


LOCATION

Train Station



* Carver



ENEMY

Townfolk. Humanoid.

Forced – When you become engaged with Carver lose 1 resource. If you cannot, take 1 horror.

Forced – At the end of the Enemy phase if you are engaged with Carver lose 1 resource. If you cannot, take 1 horror.

3

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* Chad Serkin



ENEMY

Townfolk. Humanoid.

Forced – At the end of the Mythos phase if John Hocking is not Aloof then reveal a chaos token from the chaos bag. If it is a or place 1 doom on John Hocking.

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2

0

* John Hocking



ENEMY

Townfolk. Humanoid.

Forced – At the end of the Mythos phase if John Hocking is not Aloof then reveal a chaos token from the chaos bag. If it is a or place 1 doom on John Hocking.

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